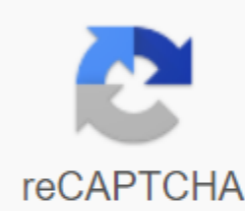




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## Cosmos wartune guide

As many of you know, I love fighting players around my battle classification in sacred fire temple (battleground)! I think it's always more fun if you're not quite sure if you win. Here are some videos of my battles on the battlefield with the top two players! Wartune – Sacred Fire Temple Fights vs. . . .  
MirandahMirandah has exploded in the battle standings over the past few months to be one of the best contenders among knights, which is undoubtedly the most cash-competitive class in my server cross-section. All this means that it is very difficult! For reasons not entirely apparent to me, the 2nd sylph fire evolution, Arise, is quite popular with knights, and red Mirandah is quite difficult to deal with. AzricanAzrican is one of the best, if not the best, archer in our cross-server section probably for over a year. He has the most class war victories of all classes (I think I counted 9 of them)! Jealousy does not begin to describe how I feel about his successes. We had some cool fights together, and each fight is a different combination of sylph, which I found very funny. Battleground Fights vs. Mirandah and Azrican Posted by DolyGames/COSMOS May 14, 2020 in News, Events & Patches, Short Posts Hey Everyone! Today is the expiration date of the Flower Shield title in Wartune. I believe this is the first time in years that Wartune offers a title card in login rewards and although Battle-Rating-wise... Read more Posted by COSMOS on August 7th, 2019 in Analysis & Tables, Goddesses Hello everyone! In this blog post, we'll look at some of the numbers (tables) and requirements for upgrading the goddess's accessories. And a brief gratitude... Read more As many of you know, I love fighting players around my battle classification in sacred fire temple (battleground)! I think it's always more fun if you're not quite sure if you win. Here are some videos of my battles on the battlefield with the top two players! Wartune – Sacred Fire Temple Fights vs. MirandahMirandah has exploded in the battle standings over the past few months to be one of the best contenders among knights, which is undoubtedly the most cash-competitive class in my server cross-section. All this means that it is very difficult! 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You can enter the dungeon as many times as you want, but you will only receive rewards once a week. Dungeon drops Wave Crystal and Terra Seal. Stockades have 3 difficulty levels: Normal, Nightmare, and Hell. The player must clear the normal difficulty before they can access nightmare and hell difficulty. Sylph, The Relic, Titan, Holy Sword, Eudaemon, and Willpower will be sealed when they enter the dungeon, as in the Demon Continent. There are 5 regions in the dungeon. The player starts from the region with the lowest difficulty and must pass through each region collecting the required points. Points can be earned by killing monsters in the region. The more difficult the region is, the more points you will be able to collect. The player has a maximum of 20 minutes to clear the dungeon. Dungeon ends when time runs out or 1000 Points have been collected. Rewards are distributed based on personal points and the total number of points earned after the dungeon is closed. The more points you have, the bigger the rewards you can claim. Thanks to Patrons supporting COSMOS Wartune blog & DolyGames gaming portal & the games that I create for people to play for free. Please consider your support via Patreon. Related posts Posted by iamop Hey there! This is my first guide to the COSMOS blog. In this guide I will go to the basics of astrals, and which ones to use for Class. Class. There are additions to your character that increase his stats and provide many ways to play Wartune. You can purchase astrals in the astro icons at the bottom of the screen, and it looks like a small circle. When you click the icon, this screen appears. Click on the glowing planet to receive an astral. When you click astral, the next one can unlock. It will continue if you are lucky, the higher the astral level, the rarer the astrals may be. You can equip astrals by double-clicking them on the astral screen After receiving the desired astral, you need to align. There are two ways to do this. One way is to keep using star points to buy Energine, which gives you 500 EXP. However, another way, and a better way, is to use each astral you find and synthesize it in one astral. Then you collect this astral and feed it to the one you want to align. There are many astrals, each with its own function. This is astral, which does not apply; is for sale for 1000 zlotys They are sold for 3600 zlotys and can be used for 10 EXP for another asstralu. Name Description Brutality PATK +72/level Mysticality MATK +72/level Fortitude PDEF +72/level Willpower MDEF +72/level Sniper's Edge Critical +72/level Enshieldment Block +72/level Brilliance HP +200/level These are sellable for 6000 gold or used for 30 EXP. Name Description Enhanced Force PATK +108/level Enhanced

Mysticality MATK +108/level Enhanced Fortitude PDEF +108/level Enhanced Willpower MDEF +108/level Enhanced Sniper's Edge Critical +108/level Enhanced Enshieldment Block +108/level Enhanced Brilliance HP+300/level Charm Charisma +18/level Pristine Goddess Blessing Reduce all damage values 10/level Blessed Health 10% chance to gain 100 HP/level when attacking These are sellable for 8400 gold or used for 50 EXP. Name Description Refined Force PATK +144/level Refined Mysticality MATK +144/level Refined Fortitude PDEF +144/level Refined Willpower MDEF +144/level Refined Sniper's Edge Critical +144/level Refined Enshieldment Block +144/level Refined Brilliance HP +400/level Refined Charm Charisma +24/level Will Destroyer Crit is off; DMG +2%/Level Mercilessness Floating damage expands by 3%/Level Determining Critical Base Damage increased by 3%/Deflement level 10% chance to reflect 5%/damage level received Goddess Blessing Reduce all damage by 2%/Aegis level Reduce all damage values 20/Illusion level Increases the chances of Dodging damage by 1%/Guardian Angel level Critical Chance reduced by 3%/regeneration level Recover HP equivalent to 5% / damage level, 10% trigger speed Increased Blessed Health 10% chance to gain 200 HP / level during attack They are sold for 10800 gold, or used for 70 EXP. If one of them appears, everyone on the server will receive to all online. Name Description Immaculate FORCE PATK +216/Level Flawless Flawless MOTHER +216/level Flawless Fortitude PDEF +216/level Flawless WillPower MDEF +216/level Flawless Sniper's Edge Critical +216/level Pristine Enshieldment Block +216/level Pristine Brilliance HP +500/level Pristine Charm Charisma +36/level Enhanced Will Destroyer Invalidates Attack Damage, but damage is increased by 5%/level Increased ruthlessness Flying damage expands by 7%/level Increased crit determination basic damage increased by 5%/level Increased deflece 10% chance to reflect 10% / damage level Refined Goddess Blessing Reduce all damage by 10% chance to reflect 10% / Damage level 3%/Aegis Major Level Reduce all damage values by 40/level Increased illusion Increases chance to prevent damage by 2%/level Increased guardian angel's chance of receiving ode damage by 5%/level Increased Regeneration Recover HP equivalent to 10%/damage level , 10% trigger speed, up to 5000 HP of improved health 10% chance to gain 400 HP/level during attack These astrales are the rarest and strongest. Everyone online will receive a system message of congratulations. Name Description Energine This astral is worth 500 EXP Holy Force PATK +288/level Holy Misticity MATK +288/level Holy Fortitude PDEF +288/level Holy Willpower MDEF +288/28 8/level level Holy Sniper's Edge Critical +288/level Holy Enshieldment Block +288/level Holy Brilliance HP +750/level Holy Charm Charisma +48/level Astrals you use differ for each class. Astrals recommend for each class are below It is difficult. You can go through many ways such as EWD, CRIT or DMG build. EWD: Enhanced Will Destroyer CRIT: Sniper's Edge DMG: Really little, just MOTHER What you need to equip (in order) 1. MOTHER 2. EWD (if you're lucky) 3. PDEF 4. MDEF 5. The Refined Blessing of the Goddess 6. Enhanced Illusion 7. Enhanced Guardian Angel 8. HP or BLOCK It should be quite obvious. Always go CRIT as you work off to CRIT: Sniper's Edge 1. PATK 2. CRIT 3. PDEF 4. MDEF 5. The Refined Blessing of the Goddess 6. BLOCK 7. Enhanced Guardian Angel 8. Enhanced Illusion Thanks to COSMOS, we now have an infographic on the rates of decline! &lt;table border=1 cellpadding=0 cellspacing=0 class=MsoTableGrid style=border-collapse: collapse; border: none; mso-border-alt: solid black .5pt; mso-border-themecolor: text1; mso-padding-alt: 0in 5.4pt 0in 5.4pt; mso-yfti-tblook: 1184;&gt;&lt;tbody&gt;&lt;tr&gt; &lt;td&gt; Column Contents 1 1 &lt;/td&gt; &lt;td&gt;Zawartość kolumny 2 wiersza 1&lt;/td&gt;&lt;td&gt;Zawartość kolumny 3 wiersza 1&lt;/td&gt; &lt;/tr&gt;&lt;tr&gt; &lt;td&gt;Zawartość kolumny 1 wiersza 2 &lt;/td&gt; &lt;td&gt;Zawartość kolumny 2 wiersza 2&lt;/td&gt;&lt;td&gt;Zawartość kolumny 3 wiersza 2&lt;/td&gt;&lt;td&gt;Zawartość kolumny 3 w wierszu 2&lt;/td&gt;&lt;td&gt;Zawartość wiersza 3 kolumna 3&lt;/td&gt; - Zobacz więcej na : &lt;table border=1 cellpadding=0 cellspacing=0 class=MsoTableGrid style=border-collapse: collapse; border: none; mso-border-alt: solid black .5pt; mso-border-themecolor: text1; mso-padding-alt: 0in 5.4pt 0in 5.4pt; mso-yfti-tblook: 1184;&gt;&lt;tbody&gt;&lt;tr&gt; &lt;td&gt; Zawartość kolumny 1 wiersza 1 &lt;/td&gt; &lt;td&gt;Zawartość kolumny 2 wiersza 1&lt;/td&gt;&lt;td&gt;Zawartość kolumny 3 wiersza 1&lt;/td&gt; &lt;/tr&gt;&lt;tr&gt; &lt;td&gt;Zawartość kolumny 1 wiersza 2 &lt;/td&gt; &lt;td&gt;Zawartość kolumny 2 wiersza 2&lt;/td&gt;&lt;td&gt;Zawartość kolumny 3 wiersza 2&lt;/td&gt;&lt;td&gt;Zawartość kolumny 3 wiersza 2&lt;/td&gt; &lt;/tr&gt;&lt;tr&gt; &lt;td&gt;Zawartość kolumny 3 w wierszu 1 &lt;/td&gt; &lt;td&gt;Zawartość kolumny 3 w wierszu 2&lt;/td&gt;&lt;td&gt;Zawartość wiersza 3 kolumna 3&lt;/td&gt; &lt;/tr&gt;&lt;/tbody&gt;&lt;/table&gt; - Zobacz więcej na : &lt;table border=1 cellpadding=0 cellspacing=0 class=MsoTableGrid style=border-collapse: collapse; border: none; mso-border-alt: solid black .5pt; mso-border-themecolor: text1; mso-padding-alt: 0in 5.4pt 0in 5.4pt; mso-yfti-tblook: 1184;&gt;&lt;tbody&gt;&lt;tr&gt; &lt;td&gt; Zawartość kolumny 1 wiersza 1 &lt;/td&gt; &lt;td&gt;Zawartość kolumny 2 wiersza 1&lt;/td&gt;&lt;td&gt;Zawartość kolumny 3 wiersza 1&lt;/td&gt; &lt;/tr&gt;&lt;tr&gt; &lt;td&gt;Zawartość kolumny 1 wiersza 2 &lt;/td&gt; &lt;td&gt;Zawartość kolumny 2 wiersza 2&lt;/td&gt;&lt;td&gt;Zawartość kolumny 3 wiersza 2&lt;/td&gt; &lt;/tr&gt;&lt;tr&gt; &lt;td&gt;Zawartość kolumny 3 w wierszu 1 &lt;/td&gt; &lt;td&gt;Zawartość kolumny 3 w wierszu 2&lt;/td&gt;&lt;td&gt;Zawartość wiersza 3 kolumna 3&lt;/td&gt; &lt;/tr&gt;&lt;/tbody&gt;&lt;/table&gt; - Zobacz więcej na :

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